GURPS 4e   d20 System

WHAT IS *PRIME DIRECTIVE?*

Based on The Original Series of Star Trek™, *Prime Directive* is a role-playing system set in the *Star Fleet Universe,* a group of game systems including tactical spaceship combat, strategic warfare, and card games.

Currently available for GURPS 4e and d20, we have books for other roleplaying game systems in development. Our philosophy is to bring the content *you want* to the game system you *already* enjoy, rather than forcing you to learn a unique new game system in order to enjoy that content. Our contract with Paramount never expires, so unlike other companies that appear, publish a book or three, and then disappear (forced to abandon their fans in dead systems with no further expansion), we will always be here, and will continually develop new adventures, characters, books, and technology for our product lines.

The *Star Fleet Universe* is a unique creation, based on The Original Series, but it has expanded far beyond that tiny database. There are more starships, planets, and empires in the *Star Fleet Universe* than in all of the incarnations of Trek™ combined. The *Star Fleet Universe* has none of the material from the later series and movies, so you will find no Cardassians, but you will find other alien races and empires that you will, no doubt, find even more interesting. While the *Star Fleet Universe* diverged from "Canon Trek", a good GM can easily use our roleplaying books and a working knowledge of later television shows to build whatever universe he wants. Because the *Star Fleet Universe* is a game universe where gamers try to win, the "rules" and background have to remain fairly consistent, so that the same thing works the same way each time.

PUBLISHER'S INFORMATION

ADVENTURE BACKGROUND

The Star Fleet Light Cruiser *Tasmania* cruises a sector of the Federation near the Klingon Border. It shows the flag to local governments, scares away the pirates, assists in various humanitarian and scientific efforts, and generally does what starships do, i.e., whatever the government tells them to do.

The planet Roon reached the technological point where the Federation made contact a few years ago. A Federation ambassador was assigned, and a Federation Trade Negotiations team was on the planet to work out the place Roon would occupy in the Federation economy.

A powerful local business group had been secretly doing illegal business with the Orion pirates, importing new technology that the Federation had not authorized for sale to Roon (and disrupting the local economy) while selling to the Orions various local products which entered the Federation economy without paying the various taxes and customs fees. This group wanted to disrupt the trade negotiations, and kidnapped the son of the trade counselor. The starship *Tasmania* was assigned to the sector, and quickly arrived to help. The local police refused to launch a hostage rescue mission because their own SWAT team had bungled a previous mission (which had no interplanetary complications), and the Government of Roon did not want another disaster on its hands.

Normally, a hostage rescue would be undertaken by a specially-trained group of commandoes, or perhaps by a Prime Team (a special unit of highly trained personnel able to handle a wide variety of politically-sensitive missions, including hostage rescue). But it would be days before such a team could reach Roon from Starbase Three. The Captain of *Tasmania* selected his Marine commander (First Lieutenant Yahnke) to form a rescue team, and assigned an experienced naval officer, Lieutenant Commander Grissom, to lead it. The team included a scout able to take out sentries, a kleptomaniac with a penchant for security systems, an engineer able to infiltrate the ventilation shafts, and a botanist who happened to be the only Vulcan on the ship.

As is recounted in the *Prime Directive Core Rulebook,* the rescue mission was successful. Trade negotiations resumed, and Roon moved forward to take its place in the Federation.

A few days later, as part of their regular patrol, *Tasmania* visited the planet of Terilek Prime, a Class-M (habitable, but no sentient life) planet on which a survey team had noticed an ancient temple left behind by a long-forgotten alien race. *Tasmania* had been assigned to land a survey team on the planet to investigate the ruins, and the Captain selected members of Grissom's successful rescue team for the job. A week on a pleasant planet would be a reward for them, almost a vacation after nearly being killed during the rescue mission. Also assigned to the team was a junior science officer, an archaeologist specializing in ancient civilizations, who had not been on the Roon mission.

This booklet depicts Team Grissom and their adventure.

Lieutenant Commander Gerard "Gus" Grissom

GURPS 4TH EDITION DATA

ST 11 [10], **DX** 12 [40], **IQ** 12 [40], **HT** 10 [0]. **(152 points)**
Damage: 1d-1/1d+1; BL 24 lbs.; HP 11 [0]; Will 12 [0]; Per 12 [0]; FP 10 [0].
Basic Speed: 5.5 [0]; Basic Move 5 [0]; Dodge 8; Parry 8 (Judo).
Race: Human; Height: 6'1"; Weight: 175 lbs.; Age: 30; Sex: Male; Graduated: Star Fleet Academy.

Advantages

Fit [5]; Military Rank 4 [20]; Resistance (Disease) [3]; Social Regard (Respected) [15]; Status 1 [0, from Military Rank].

Disadvantages

Code of Honor (Star Fleet) [-10]; Duty (Star Fleet) (15 or less) [-15]; Overconfidence (12) [-5]; Sense of Duty (Federation) [-10].

Quirks: Always eats chocolate after dinner [-1]; Collects classical music files [-1]; Enjoys solving math puzzles [-1]; Plays old brass trombone to relax [-1]; Tends to use phrases repeatedly [-1].

Skills

Administration-12 [2]; Armoury/TL (Heavy Weapons)-12 [2]; Armoury/TL (Small Arms)-12 [2]; Astronomy/TL-10 [1]; Beam Weapons/TL (Pistol)-13 [2]; Climbing-14 [2]; Computer Operation/TL-13 [2]; Computer Programming/TL-10 [1]; Diplomacy-10 [1]; Electronics Operation/TL (Sensors)-12 [2]; Electronics Operation/TL (Transporter)-12 [2]; Electronics Operation/TL (Tricorder)-12 [2]; Engineer/TL (Electrical)-10 [1]; Engineer/TL (Electronics)-10 [1]; Expert Skill (Xenology)-10 [1]; First Aid/TL-12 [1]; Free Fall-11 [1]; Gunner/TL (Federation Phasers)-13 [2]; Gunner/TL (Photon Torpedoes)-13 [2]; History (Recent Federation)-10 [1]; Judo-11 [2]; Law (Federation Military)-10 [1]; Leadership-12 [2]; Mathematics/TL (Applied)-11 [2]; Mechanic/TL (Aerospace)-11 [1]; Musical Instrument (Trombone)-10 [1]; Navigation/TL (Space)-12 [2]; Operations (Space)-11 [2]; Physics/TL-9 [1]; Piloting/TL (Aerospace)-12 [2]; Research/TL-11 [1]; Savoir-Faire (Military)-13 [2]; Shiphandling/TL (Starship)-11 [2]; Spacer/TL-13 [2]; Strategy (Space)-12 [4]; Survival (Urban)-11 [1]; Tactics-12 [4]; Vacc Suit/TL 11 [1].

Social Background

TL: 12.
CF: Federation [0].
Languages: Federation Standard (Native) [0].

d20 DATA

Human Male, Naval Line Officer.
Level: 2   HP: 10   XP: 1500
STR 13, DEX 14, CON 10, INT 15, WIS 12, CHA 13.
SKILLS(Ranks): Computer Use(3), Craft (Electronic)(1), Craft(Mechanical)(1), Diplomacy(3), Knowledge (Bureaucracy)(3), Knowledge (Civics)(1), Knowledge (Cultures and Customs)(1), Knowledge (History-Federation)(1), Knowledge (Mathematics)(1), Knowledge (Physical Sciences)(1), Knowledge (Tactics)(5), Knowledge (Technology)(2), Listen(2), Navigate(1), Pilot (Shuttlecraft)(5), Perform (Trombone)(1), Profession (Military)(5), Repair(3), Research(1), Spot(3), Survival(2), Treat Injury(3).
FEATS: Simple Weapons, Personal Firearms, Basic Helmsmanship, Basic Astrogation, Basic Gunnery, Shuttle Operation, Standard Gunnery.

NARRATIVE

Lieutenant Commander "Gus" Grissom is a naval line officer, a graduate of Star Fleet Academy, and is currently assigned as head of the weapons department on the Federation Star Fleet light cruiser *Tasmania.*

As with most line officers, he has had various assignments during his nine-year career, working in weapons, navigation, and engineering. He has some general knowledge of the communications department, but never worked there as this would have required specialized training in code-breaking, training that would have locked him into that department for most of his career. Lieutenant Commander Grissom is expecting to move up to XO on the *Tasmania* within a year, then spend a year back at Star Fleet Academy taking the Command Course before being assigned to command his own cruiser. Lieutenant Commander Grissom has already decided that he will reach the rank of Rear Admiral before he retires in another fifteen years.

While an Ensign and Junior Lieutenant, Grissom was known as aggressive, even rash, and could "take care of himself" in a bar fight. After his promotion to Senior Lieutenant, he settled down, began to analyze risks, and while not opposed to taking chances, calculates them and avoids impulsive actions. As with all good leaders, he remembers "Mission First, Men Always".

Lieutenant Commander Grissom is physically fit, and plays sports on the ship's various teams to keep in shape. While a naval officer more familiar with space combat, he has taken considerable training in landing party operations, has skill with infantry-type weapons, and was selected to lead the team sent to the planet Roon to rescue the kidnapped son of the Federation trade negotiator. The captain of the *Tasmania* decided that, rather than leave the team and mission entirely in the hands of the ship's Marine detachment, he wanted to send an experienced naval officer who would have the "maturity of judgment" to deal with unexpected situations and make up new plans when the predetermined plan inevitably went horribly, impossibly, wrong. The mission was a success, due in no small part to Grissom's leadership, and he was awarded the Command Achievement Medal and the Combat Action Ribbon for this. These decorations will help to get Grissom assigned to a newer and more important ship when he reaches starship command.

Petty Officer 2nd Class Daneric-Tren

GURPS 4th Edition Data

ST 12 [20]; **DX** 12 [40]; **IQ** 11 [20]; **HT** 11 [10]. **(129 points)**

Damage: 1d-1/1d+2; BL 29 lbs.; HP 12 [0]; Will 11 [0]; Per 11 [0]; FP 11 [0].

Basic Speed: Speed 5.75 [0]; Basic Move 5 [0]; Dodge 8; Parry 8 (Judo), 9 (Knife).

Race: Cygnan; Height: 5'10"; Weight: 165; Age: 27; Sex: Male; Graduated: Star Fleet Basic Training; language: Cygnan, native.

Advantages

Fit [5]; Military Rank 1 [5]; Resistance (Disease) [3]; Talent 1 (Mathematical Ability) [10]; Talent 4 (Physical Science) [20]; Versatile [5].

Disadvantages

Agoraphobia (12) [-10]; Code of Honor (Star Fleet) [-10]; Compulsive Gambling (12) [-5]; Duty (Star Fleet) (15 or less) [-15]; Gregarious [-10]; Sense of Duty (Federation) [-10]; Weakness (Sunlight; 1d/30 minutes; Variable -40%) [-9].

Quirks: Constantly smiling [-1]; Likes to work nights [-1].

Skills

Accounting-6 [0]; Astronomy-14 [1]; Beam Weapons/TL (Pistol)-14 [4]; Chemistry-9 [0]; Chess-11 [1]; Climbing-13 [4]; Computer Operation/TL-13 [4]; Cryptography-6 [0]; Demolitions-10 [1]; Electronics Operation/TL (Security)-10 [1]; Electronics Operation/TL (Sensors)-12 [4]; Electronics Operation/TL (Tricorder)-12 [4]; Engineer/TL (Electronics)-10 [1]; Engineer/TL (Starship)-10 [1]; Expert Skill (Xenology)-9 [1]; First Aid/TL-12 [2]; Free Fall-12 [2]; Gambling-12 [4]; Geology-9 [0]; History (Recent Federation)-9 [1]; Judo-11 [2]; Knife-13 [2]; Law (Federation Military)-10 [2]; Market Analysis-6 [0]; Mathematics/TL (Applied)-12 [4]; Mathematics/TL (Cryptology)-10 [1]; Mechanic/TL (Antimatter Reactors)-11 [2]; Mechanic/TL (Spacecraft)-11 [2]; Meteorology-10 [0]; Physics/TL-13 [1]; Running-10 [1]; Savoir-Faire (Military)-11 [1]; Spacer/TL-11 [1]; Stealth-11 [2]; Survival (Urban)-12 [4]; Vacc Suit/TL-11 [1].

Social Background

TL: 12.
CF: Federation [0].
Languages: Federation Standard (Native) [0].

d20 DATA

Cygnan Male, Engineering Specialist.
Level:1   HP: 6   XP: 500
STR 15, DEX 14, CON 12, INT 13, WIS 10, CHA 10
SKILLS (Ranks): Computer Use(4), Craft (Electronic)(4), Craft(Mechanical)(1), Demolitions(1), Gambling(4), Hide (3), Knowledge (Behavioral Sciences)(2), Knowledge (Civics)(1), Knowledge (Cultures and Customs)(1), Knowledge (History-Federation)(1), Knowledge (Mathematics)(4), Knowledge (Physical Sciences)(1), Knowledge (Technology)(1), Listen(1), Move Silently(2), Navigate(1), Profession (Military)(3), Repair(4), Spot(2), Survival(2), Treat Injury(3).

FEATS: Simple Weapons, Personal Firearms, Builder, Hacker.

NARRATIVE

Daneric-Tren is a Cygnan, from a planet of albino humanoids with black eyes. A college-educated engineer, Daneric-Tren worked on asteroid colony worlds as an environmental systems technician before enlisting in Star Fleet. He is well-accustomed to tunnels, access shafts, and ventilation ducts. He uses what amounts to mountain-climbing gear in these tasks, but has no interest in actually climbing real mountains.

He could qualify for Officer Candidate School, but prefers working to supervising. Once his current enlistment is complete, his Star Fleet experience could command more money in the civilian job market than a military officer could make on active service.

Not a great advanced planner (beyond bringing along a standard set of tools), he has great initiative when he gets into a situation and needs to find a way out of it.

Selected for the Rescue on Roon mission due to his skills in tunnels and ventilation shafts, he was the one who dropped into the sub-basement to scan the guards with his tricorder. When he spotted "something unusual" he went off-mission (without permission, and without notifying his teammates) to find out what it was, and found out that the team had dropped into a trap that the ship's transporters could not get them out of. Injured slightly when he triggered a booby trap, he quickly recovered.

Daneric-Tren was sent on this "investigate the temple" mission more as a reward and chance to relax than because he would be of any critical value to the mission. As an engineer, he has a passing interest in architecture and ancient construction techniques, and has read many books and files on such things. His tricorder is programmed for engineering materials analysis.

ABOUT THIS PRODUCT

Temple on Terilek Prime was created for FREE RPG DAY, an even created by Aldo Ghiozzi of Impressions Advertising.

We are pleased to be a part of this exciting new way to introduce thousands of players in hundreds of stores to the innovative new RPG products that have come to market, along with many existing products that players never heard about before.

If you have any questions or comments, Email the company president at Design@StarFleetGames.com and let him know.

Marine Corporal Kilrathie

GURPS 4th Edition Data

ST 13 [30]; **DX** 10 [0]; **IQ** 12 [40]; **HT** 13 [30]. **(126 points)**
Damage: 1d/2d-1; BL 34 lbs.; HP 13 [0]; Will 12 [0]; Per 12 [0]; FP 13 [0].
Basic Speed: 5.75 [0]; Basic Move 5 [0]; Dodge 8; Parry 8 (Boxing), 7 (Karate), 9 (Knife), 8 (Tonfa).
Race: Human; Height: 6'0"; Weight: 177; Age: 24; Sex: Male; Graduation: Federation Marine Boot Camp.

Advantages

Fearlessness 2 [4]; Military Rank 0 [0]; Resistance (Disease) [3]; Social Regard (Respected) [15]; Very Fit [15].

Disadvantages

Code of Honor (Star Fleet Marine) [-10]; Compulsive Exerciser (9) [-7]; Duty (Star Fleet Marines) (15 or less) [-15]; Impulsiveness (12) [-10]; No Sense of Smell/Taste [-5]; Sense of Duty (Federation) [-10].

Quirks: Enjoys eating military combat rations [-1]; Takes great pride in his physical condition [-1]; Fanatical about weapon cleanliness and maintenance [-1].

Skills

Armoury/TL (Small Arms)-11 [1]; Beam Weapons/TL (Pistol)-12 [4]; Beam Weapons/TL (Rifle)-12 [4]; Boxing-11 [4]; Camouflage-12 [1]; Climbing-11 [4]; Computer Operation/TL-12 [1]; Electronics Operation/TL (Communications)-12 [2]; First Aid/TL-12 [1]; Free Fall-9 [1]; Garrote-12 [4]; Gunner/TL (Beams)-10 [1]; History (Recent Federation)-10 [1]; Karate-8 [1]; Knife-12 [4]; Law (Federation Military)-10 [1]; Leadership-11 [1]; Parachuting/TL-10 [1]; Running-12 [1]; Savoir-Faire (Military)-12 [1]; Spacer/TL-12 [1]; Stealth-9 [1]; Survival (Arctic)-11 [1]; Survival (Desert)-11 [1]; Swimming-13 [1]; Tactics-10 [1]; Throwing-9 [1]; Tonfa-10 [2]; Vacc Suit/TL-11 [1].

Social Background

TL: 12.
CF: Federation [0].
Languages: Federation Standard (Native) [0].

d20 DATA

Male Human, Marine.
Level: 1   HP: 10   XP: 500
STR 16, DEX 11, CON 17, INT 14, WIS 10, CHA 13
SKILLS (Ranks): Computer Use(3), Climb(3), Craft (Electronics)(1), Craft (Mechanical)(1), Hide(4), Jump(3), Knowledge (History-Federation)(1), Knowledge (Civics)(1), Knowledge (Tactics)(1), Knowledge (Technology)(1), Listen(2), Move Silently(1), Profession (Military)(3), Spot(2), Survival(3), Swimming(1), Treat Injury(3).
FEATS: Simple Weapons, Personal Firearms, Light Armor, Medium Armor, Heavy Armor, Close Order Fighting, Weapon Focus (Phaser Rifle), Exotic Firearms Proficiency (Heavy Phaser), Exotic Weapon Proficiency (Garotte).

NARRATIVE

Marine Corporal Kilrathie is on his second enlistment.

He joined the Star Fleet Marine Corps at 18, went through boot camp, and served honorably and well for his first four-year tour, becoming a Private First Class in his second year.

Kilrathie took part in dozens of landing force operations, a couple of skirmishes with Klingons, and a dozen battles with Orion pirates. He was also involved in scrapes with smugglers and other criminals, local warlords who violated the Federation Charter on remote colony worlds, and he has guarded a few diplomats. He was noted as being an expert scout and was the first pick for the Roon Mission because of his ability to take down sentries silently and by surprise.

He could have left the Corps, as half of all Marines do in peacetime, and found employment in the civilian security industry, or he could have attended college on a full scholarship to study anything he wanted.

But he *liked* being a Marine, and he wanted to stay in the Corps. Re-enlisting, Kilrathie was promoted to Corporal and assigned to lead a squad of scouts. Due to the nature of the Rescue on Roon mission, he went as a scout, not as a leader, but then, the leaders of the team wanted the best man for the job, regardless of his rank or position.

Decorated for bravery during the mission, the "investigate the temple" mission is something of a reward and chance to enjoy himself. The open forests of Terilek give Kilrathie a chance to use his tracking skills to find something interesting to cook for dinner, and he was particularly looking forward to a barbeque of the famous Terilek boar. He has little interest in archaeology, and is considered the expedition's "muscle", here to deal with any problems that crop up.

ORION PIRATES

TYPICAL ORION THUG (GURPS 4e)
ST (+1) (all others 10)
Beam weapons (phaser) skill of 14.
Brawling skill of 13.
All Orions have "Holdout" Phaser-Is.

ORION LEADER (GURPS 4e)
Same as above except INT (+1), Brawling Skill 14.

Ensign Stulak

GURPS 4th Edition Data

ST 10 [10, -10 Racial]; **DX** 11 [20]; **IQ** 11 [-20, +40 Racial]; **HT** 9 [-10]. **(125 points)**

Damage: 1d-2/1d; BL 20 lbs.; HP 10 [0]; Will 11 [0]; Per 11 [0]; FP 9 [0].

Basic Speed: 4.5 [-10]; Basic Move 4 [-5]; Dodge 7; Parry 8 (Judo).

Race: Vulcan; Height: 6'3"; Weight: 120 lbs.; Age: 37; Sex: Male;
Graduated: Star Fleet Academy; Language: Vulcan (native).

Advantages

Acute Hearing 1 [2]; Extended Lifespan 1 [2]; Fit [5]; Indomitable [15]; Lightning Calculator [2]; Military Rank 3 [15]; Mind Probe (Sense-Based (Touch), -20%; Telepathic, -10%) [14]; Nictitating Membrane 1 [1]; Nerve Pinch 3 [15]; Photographic Memory [10]; Less Sleep 2 [4]; Regeneration (Regular; only while in Autotrance, -30%) [18]; Resistance (Disease) [3]; Social Regard (Respected) [15]; Talent I (Vulcan Psi) [5]; Unfazeable [15].

Perk: Autotrance [1].

Disadvantages

Code of Honor (Logical behavior) [-10]; Code of Honor (Star Fleet) [-10]; Duty (Star Fleet) (15 or less) [-15]; Honesty (12) [-10]; Intolerance (Emotional or illogical behavior) [-5]; No Sense of Humor [-10]; Pacifism (Self Defense Only) [-15]; Sense of Duty (Federation) [-10]; Skinny [-5]; Truthfulness (12) [-5]; Workaholic [-5].

Quirks: Collects rocks from planets he visits [-1]; Curious towards unknown plants [-1]; Tries to defer decisions to others [-1]; Plays a hand-carved flute every morning [-1]; Wakes up early every day [-1].

Skills

Administration-10 [1]; Astronomy/TL-9 [1]; Beam Weapons/TL (Pistol)-11 [1]; Biology/TL (Class M Planets, Botany) [4]; Brawling-12 [2]; Chemistry/TL-10 [2]; Chess-13 [4]; Computer Operation/TL-11 [1]; Computer Programming/TL-9 [1]; Diplomacy-9 [1]; Electronics Operation/TL (Sensors)-10 [1]; Electronics Operation/TL (Transporter)-11 [2]; Electronics Operation/TL (Tricorder)-12 [2]; Engineer/TL (Electronics)-9 [1]; Engineer/TL (Robotics)-9 [1]; Expert Skill (Xenology)-9 [1]; First Aid/TL-11 [1]; Free Fall-10 [1]; Geology/TL-9 [1]; History (Recent Federation)-9 [1]; Judo-10 [2]; Law (Federation Military)-10 [2]; Leadership-10 [1]; Mathematics/TL (Applied)-11 [4]; Mechanic/TL (Robotics)-10 [1]; Musical Instrument (Flute)-10 [2]; Navigation/TL (Space)-11 [2]; Operations (Space)-10 [2]; Physics/TL-8 [1]; Piloting/TL (Aerospace)-10 [1]; Research/TL-11 [2]; Savoir-Faire (Military)-11 [1]; Shiphandling/TL (Starship)-10 [2]; Spacer/TL-11 [1]; Strategy (Space)-9 [1]; Survival (Mountains)-10 [1]; Tactics-9 [1]; Vacc Suit-10 [1].

Social Background

TL: 12.
CF: Federation [0].
Languages: Federation Standard (Native) [0].

d20 DATA

Male Vulcan, Science Specialist.
Level: 1   HP: 6   XP: 500
STR 11, DEX 12, CON 9, INT 17, WIS 10, CHA 10
SKILLS(Ranks): Computer Use(4), Craft (Electronic)(3), Craft (Mechanical)(1), Diplomacy(1), Knowledge (Bureaucracy)(2), Knowledge (Civics)(1), Knowledge (Cultures and Customs)(1), Knowledge (Earth and Life Sciences)(8), Knowledge (History-Federation)(1), Knowledge (Mathematics)(4), Knowledge (Physical Sciences)(2), Knowledge (Tactics)(1), Knowledge (Technology)(1), Listen(1), Mind Meld(3), Navigate(1), Pilot (Shuttlecraft)(2), Peform (Flute)(1), Profession (Military)(3), Repair(2), Research(4), Spot(2), Survival(2), Treat Injury(3).

FEATS: Simple Weapons, Personal Firearms, Basic Astrogation, Educated, Psionic Ability.

NARRATIVE

Ensign Stulak is a botanist, not a warrior, and is an officer of the science corps, not a naval line officer. He considers himself in the military, but not *of* the military. He plans to serve out a decade or two in Star Fleet, then get a job as a scientist on a colonial development team, analyzing local plants. He feels that time in Star Fleet will give him experience to that end. (His stats are slightly below "Vulcan Normal" since RPG stats assume a fit, athletic, and military-minded individual.)

He was made a part of the mission team for the Rescue on Roon because he was the only Vulcan on board the *Tasmania,* and his ability to use the Vulcan Mind Meld would be handy in interrogating suspects and prisoners. This turned out to be a Very Good Thing™, as he was able to question a guard and get the elevator pass codes and the overall situation, identify the hostage who needed rescuing (the hostage was confused with the boyfriend of one of the women who had taken the hostage), and even discover that a civilian found in the sub-basement was the unhappy tax accountant of a local business group who had been doing illegal business with Orion pirates.

Stulak's ability as a botanist also proved useful when he identified bales of a Roonian weed which turned out to be the source of a dangerous illegal narcotic that had recently show up in the black markets of various Federation planets.

Sent to Terilek as a reward, Stulak is in his element, doing analysis after analysis of local plants. In the first hour of the mission, he saved the lives of the entire team by determining that a particular local fruit was extremely toxic to humanoids.

Marine Private Dellik

GURPS 4TH EDITION DATA

ST 10 [0]; **DX** 11 [20]; **IQ** 12 [40]; **HT** 12 [20]. **(101 points)**
Damage: 1d-2/1d; BL 20 lbs.; HP 10 [0]; Will 12 [0]; Per 12 [0]; FP 12 [0].
Basic Speed: 5.75 [0]; Basic Move 5 [0]; Dodge 8; Parry 8 (Karate), 9 (Knife), 8 (Tonfa).
Race: Human; Height: 5'8"; Weight: 110; Age: 23; Sex: Female; Graduated: Federation Marine Boot Camp.

Advantages
Fearlessness 2 [4]; Military Rank 0 [0]; Resistance (Disease) [3]; Social Regard (Respected) [15]; Very Fit [15].

Disadvantages
Code of Honor (Star Fleet Marine) [-10]; Duty (Star Fleet Marine) (15 or less) [-15]; Impulsiveness (12) [-10]; Kleptomania (9) [-22]; Sense of Duty (Federation) [-10]; Slow Riser [-5].
Quirks: Distrusts authority figures [-1]; Fidgets when not doing something [-1]; Returns stolen items to original owners [-1]; Secretive about past acquaintances [-1]; Uncomfortable around non-humans [-1].

Skills
Armoury/TL (Small Arms)-11 [1]; Beam Weapons/TL (Pistol)-13 [4]; Beam Weapons/TL (Rifle)-13 [4]; Camouflage-12 [1]; Climbing-12 [4]; Computer Operations/TL-12 [1]; Electronics Operations/TL (Communications)-12 [2]; Fast-Talk-12 [2]; First Aid/TL-12 [1]; Free Fall-12 [4]; Gunner/TL (Beams)-12 [2]; History (Recent Federation)-10 [1]; Karate-10 [2]; Knife-12 [2]; Law (Federation Military)-10 [1]; Leadership-11 [1]; Parachuting/TL-12 [2]; Pickpocket-11 [4]; Running-11 [1]; Savoir-Faire (Military)-12 [1]; Sleight of Hand-11 [4]; Spacer/TL-12 [1]; Stealth-12 [4]; Survival (Urban)-12 [2]; Survival (Woodlands)-11 [1]; Swimming-12 [1]; Tactics-10 [1]; Throwing-11 [2]; Tonfa-11 [2]; Vacc Suit/TL-11 [2].

Social Background
TL: 12.
CF: Federation [0].
Languages: Federation Standard (Native) [0].

Marine Private Dellik

Human Female, Marine
Level:1   HP: 9   XP: 0
STR 10, DEX 12, CON 14, INT 15, WIS 10, CHA 10
SKILLS (Ranks): Computer Use(3), Climb(3), Craft (Electronics)(1), Craft (Mechanical)(1), Hide(3), Jump(3), Knowledge (History-Federation)(1), Knowledge(Civics)(1), Knowledge (Tactics)(1), Knowledge (Technology)(1), Listen(2), Move Silently(3), Profession (Military)(3), Spot(2), Survival(2), Swimming(1), Treat Injury(3).
FEATS: Simple Weapons, Personal Firearms, Light Armor, Medium Armor, Heavy Armor, Close Order Fighting, Weapon Focus (Phaser Rifle), Exotic Firearms Proficiency (Rocket Launcher), Combat Martial Arts.

NARRATIVE

Her hobby of stealing things as a prank and returning them to their owners made her invaluable to the Rescue on Roon mission team, but her lack of discipline meant that her days in the Marines were numbered. At the end of the Roon mission, she "retired" from the Marines to join the Galactic Intelligence Agency and was not on *Tasmania* when it arrived at Terilek, and was not with the landing party. Feel free to add her to it.

Marine 1st Lieutenant Cliff Yahnke

GURPS 4th Edition Data

ST 11 [10]; **DX** 10 [0]; **IQ** 12 [40]; **HT** 12 [20]. **(128 points)**
Damage: 1d-1/1d+1; BL 24 lbs.; HP 11 [0]; Will 12 [0]; Per 12 [0]; FP 11 [0].
Basic Speed: 5.5 [0]; Basic Move 5 [0]; Dodge 8; Parry 7 (Karate), 8 (Knife), 8 (Tonfa).
Race: Human; Height: 6'2"; Weight: 180; Age: 25; Sex: Male; Graduated: Federation Marine Academy.

Advantages
Fearlessness 3 [6]; Military Rank 3 [15]; Resistance (Disease) [3]; Social Regard (Respected) [15]; Status 1 [0, from Military Rank]; Very Fit [15].

Disadvantages
Code of Honor (Star Fleet Marines) [-10]; Duty (Star Fleet Marines) (15 or less) [-15]; Insomniac [-10]; Sense of Duty (Federation) [-10].
Quirks: Doesn't eat seafood [-1]; Inscribes personal symbolism on weapons [-1]; Listens to Andorian music before each mission [-1]; Uncomfortable working with Star Fleet (Naval) Personnel [-1].

Skills
Administration-11 [1]; Armoury/TL (Small Arms)-11 [1]; Beam Weapons/TL (Pistol)-12 [4]; Beam Weapons/TL (Rifle)-12 [4]; Camouflage-12 [1]; Climbing-10 [2]; Computer Operation/TL-12 [1]; Electronics Operation/TL (Communications)-12 [2]; Electronics Operation/TL (Tricorder)-12 [2]; First Aid/TL-13 [2]; Free Fall-9 [1]; Gunner/TL (Beams)-11 [2]; History (Recent Federation)-10 [1]; Karate-8 [1]; Knife-10 [1]; Law (Federation Military)-10 [1]; Leadership-12 [2]; Operations (Land)-11 [2]; Parachuting/TL-10 [1]; Running-11 [1]; Savoir-Faire (Military)-12 [1]; Spacer/TL-12 [1]; Stealth-9 [1]; Strategy (Land)-11 [2]; Survival (Mountains)-12 [4]; Survival (Urban)-12 [4]; Swimming-12 [1]; Tactics-11 [2]; Throwing-9 [1]; Tonfa-10 [2]; Vacc Suit/TL-11 [1].

Social Background
TL: 12.
CF: Federation [0].
Languages: Federation Standard (Native) [0].

d20 DATA

Human Male, Marine
Level: 1   HP: 8   XP: 500
STR 12, DEX 10, CON 14, INT 15, WIS 13, CHA 12
SKILLS(Ranks): Computer Use(3), Climb(3), Craft (Electronics)(1), Craft (Mechanical)(1), Hide(3), Jump(3), Knowledge (Bureaucracy)(1), Knowledge (History-Federation)(1), Knowledge (Civics)(1), Knowledge (Tactics)(3), Knowledge (Technology)(1), Listen(2), Move Silently(2), Profession (Military)(3), Spot(3), Survival(3), Swimming(1), Treat Injury(3).
FEATS: Simple Weapons, Personal Firearms, Light Armor, Medium Armor, Heavy Armor, Close Order Fighting, Weapon Focus (Phaser Pistol), Basic Gunnery, Combat Martial Arts.

NARRATIVE

A fearless Marine officer and veteran of nearly 100 combat missions, Lieutenant Yahnke was wounded in the Rescue on Roon mission and was recovering in sickbay when the team went to Terilek Prime. He was not with the landing party, but you can add him to it if you wish. Perhaps he could use the fresh air.

Klingon Military Intelligence
Major Lirik Kanarias

GURPS 4th Edition Data

ST 11 [10]; **DX** 11 [20]; **IQ** 12 [40]; **HT** 11 [10]. **(125 points)**
Damage: 1d-1/1d+1; BL 24 lbs.; HP 11 [0]; Will 12 [0]; Per 12 [0]; FP 11 [0].
Basic Speed: 5.5 [0]; Basic Move 5 [0]; Dodge 8; Parry 7 (Karate), 8 (Knife), 8 (Tonfa).
Race: Klingon; Height: 5'10"; Weight: 170; Age: 32; Sex: Male; Graduated: Deep Space Fleet Academy.

Advantages

Fearlessness 3 [6]; High Pain Threshold [10]; Higher Purpose (Improve heroic reputation) [5]; Military Rank 3 [15]; Resistance (Disease) [3]; Social Regard (Respected) [15]; Status 1 [0, from Military Rank]; Fit [5].
Perk: Alcohol Tolerance [1].

Disadvantages

Callous [-5]; Code of Honor (Military Officer) [-10]; Duty (Klingon Empire) (15 or less) [-15]; Sense of Duty (Klingon Empire) [-10]; Short Lifespan [-10].
Quirks: Proud [-1]; Staid [-1].

Skills

Administration-11 [1]; Archaeology-12 [2]; Armoury/TL (Small Arms)-11 [1]; Beam Weapons/TL (Disruptor Pistol)-12 [4]; Camouflage-12 [1]; Computer Operation/TL-12 [1]; Computer Programming/TL-10 [1]; Cryptography/TL-13 [2]; Diplomacy-10 [1]; Electronics Operation/TL (Communications)-12 [2]; Electronics Operation/TL (Tricorder)-12 [2]; Electronics Operation/TL (Sensors)-12 [2]; First Aid/TL-13 [2]; History (Recent Federation)-10 [1]; History (Recent Klingon)-10 [1]; Karate-8 [1]; Knife-10 [1]; Law (Klingon Military)-10 [1]; Leadership-12 [2]; Mathematics/TL (Applied)-11 [2]; Running-11 [1]; Physics/TL-9 [1]; Piloting/TL (Aerospace)-12 [2]; Research/TL-11 [1]; Savoir-Faire (Military)-12 [1]; Spacer/TL-12 [1]; Stealth-9 [1]; Survival (Mountains)-12 [4]; Survival (Urban)-12 [4]; Swimming-12 [1]; Tactics-11 [2]; Throwing-9 [1]; Tonfa-10 [2]; Vacc Suit/TL-11 [1].

Social Background

TL: 12.
CF: Klingon Empire [0].
Languages: Klingon [0], Federation Standard [2].

d20 DATA

Klingon Male, Warrior Caste, Military officer
Level: 1   HP: 9   XP: 500
STR 13, DEX 12, CON 13, INT 15, WIS 12, CHA 13
SKILLS(Ranks): Computer Use(3), Climb(3), Craft (Electronics)(1), Hide(3), Jump(3), Knowledge (Bureaucracy)(1), Knowledge (History-Federation)(1), Knowledge (History-Klingon Empire)(1), Knowledge (Civics)(1), Knowledge (Technology)(3), Listen(2), Move Silently(2), Profession (Military)(3), Spot(3), Survival(3), Swimming(1), Treat Injury(3).
FEATS: Simple Weapons, Personal Firearms, Light Armor, Close Order Fighting, Weapon Focus (Phaser Pistol), Combat Martial Arts.

NARRATIVE

The son, grandson, great-grandson (and so on) of Academy-trained military officers of the warrior caste, Lirik Kanarias enjoyed solving puzzles as a child. Trained from birth to become a warrior and military officer, testing during his high school education identified an aptitude for Intelligence. With his own enthusiastic agreement, and his father's blessing, he was allowed to take special courses in high school to prepare him for this service, including Federation history and military technology.

Like many Klingons of the warrior caste, his family tree is festooned with military officers. One brother serves on a starship, a brother and sister with the Marines. His father is an Army officer, as is his mother, and he has uncles, cousins, and in-laws in every branch of the Klingon military. (One second-cousin, regarded as the "black sheep" of the family, serves in the Secret Police as part of a starship crew.)

Kanarias is married to a lovely and talented female military officer of the Corps of Engineers, and they have two young children and a darling pet skrimonk.

Kanarias would be insulted if you called him a spy. He is an *analyst,* one who studies information brought back or collected by others. He has served in many assignments, including a tour on a starship (as a tactical intelligence officer), in an infantry assault battalion (again, as the battalion intelligence officer), on military bases and border listening posts. He spent a year on Rigel VII as a junior Klingon military attache, and even took a two-week "courtesy tour" on a Federation starship (where he was closely watched). If captured, Kanarias will be sent home (in disgrace, of course) by the Federation Diplomatic Corps.

A few years ago, Kanarias began to specialize in dealings with Orion pirates, lawless criminals who routinely cross the Federation-Klingon border without waiting for visas or passports. He "runs" a number of Orion ships which (as part of their other business) gather intelligence (and loot) inside the Federation. The Klingons tolerate these particular Orions, giving them a safe haven, but watch them closely since, after all, pirates are pirates.

One of the Orions brought back samples, data recordings, and photographs of the Temple on Terilek Prime, and Kanarias instantly recognized the structure as belonging to an ancient race. After several frustratingly disappointing trips to the Temple by Orions with (often ignored) instructions on what to bring back, Kanarias came himself this time to determine just what ancient weapons technology might be found deep inside the temple.

THE TEMPLE ON TERILEK PRIME

by Michael J. Campbell

This adventure is broken into several paragraphs. Do not read the paragraphs in the order they are presented, but follow the instructions in your current paragraph as to what paragraph to read next. The text is written for one player character. We assume that you have a character you like from one of your other campaigns. If not, use Stulak or Dellik or create one. If more than one PC is used (or a group of players each have a character) then a Game Master will be needed and the GM should alter the numbers of opponents to keep the game in balance. See the notes at the end, **#73**, for using multiple PCs.

START

The cruiser *Tasmania* was investigating the planet of Terilek Prime when it was called away to deliver emergency medical aid to Zeta Epsilon III. It left behind a survey team to investigate a small ancient temple. There was only enough time to set up camp before the sun slipped below the horizon. (While the camp is nearly a kilometer from the temple, it is located at the only source of potable water in the area.)

Your small team includes five people, the four members of Team Grissom (who consider the mission to be something of a vacation after their adventure recounted in the *Prime Directive Core Rulebook*) and you, a junior archaeologist.

Lieutenant Commander Grissom and Marine Corporal Kilrathie wanted to try out an Earth tradition and set up a campfire to roast marshmallows. And so it is that you stand on the surface of Terilek Prime, in the dark with smoke in your nose ... on guard duty. **Go to #1.**

#1. You pace along the perimeter of the encampment; charged with the responsibility of protecting the lives of your sleeping shipmates. There is no real reason to be concerned. The planet has no sentient life forms and no predators larger than a big dog.

That was the big question about the temple the surface survey had uncovered. Who built it? When? *And why?*

Then you notice lights flickering in the distant sky. They are above the horizon and moving quickly, like a shuttlecraft. The lights are getting closer, and nearly overhead.

GURPS: Make a roll against IQ with a -2 penalty.
d20: Make a DC 12 Knowledge (Technology) Check.
If you are successful, **Go to #60.**
If you failed, **Go to #12.**

#2. You scan around with tricorder but find nothing of interest. You proceed through the doorway.
Go to #16.

#3. You heard something! You take cover behind a tree.
Go to #48.

#4. You try to bring the tricorder up to access the controls but it's difficult to do while you are up a tree.

Make a DX roll. [d20: Make a DC 10 Balance Check.] If you are a large or heavy character, give yourself a penalty of 1 or 2 as the tree is sagging under your weight and likely to break any second.
If you fail, you fall, **Go to #61.**
If you succeed, you make some preliminary scans, **Go to #25.**

#5. You wait for a few minutes, but it feels like a few hours in the cool night air.
Go to #59.

#6. You stay at the campsite until dawn, when the others organize to examine the temple.

You tell Grissom what you saw and he orders you to get some sleep. **Go to #72.**

#7. You run the tricorder around the walls and floor but find nothing of interest. **Go to #43.**

#8. You are crouching and attack the two Orion paramilitary crewmen on guard at the shuttle.

One Orion will take cover behind the shuttle (d20 Hard Cover; G4e = -4 penalty) and begin suppressive fire at you so that the other can maneuver toward you. The one that is maneuvering will sprint without firing until he reaches a range of five yards and will then attack you with his phaser pistol. If you stun him, then the other Orion will charge at you. It is dark and so there is a penalty [G4e = -2; d20 = "concealed"] to all attacks.
If you are killed, **Go to #70.**
If you are knocked out, **Go to #21.**
If you defeat both Orions, **Go to #65.**

#9. You dust yourself off, and drag your body back up to the level of the passageway, and move on.
Go to #31.

#10. The small room, a closet really, is dark and dusty. Sitting on a pallet that covers most of the floor is a green-skinned Orion slave girl wearing little more than rags. You see nothing else in the closet. The slave girl indicates that she wants you to unlock her handcuffs. She is very attractive.
If you do, **Go to #54.**
If you leave the Orion girl there, **Go to #15.**

Orions (d20)

ORION PIRATE THUG
Male Orion Rogue 1   Hit Dice: d6 (4 hp)
Initiative: +2   Speed: 30 ft. (6 squares)
Armor Class: 13 (+1 Armor, +2 Dex)
Base Attack: +0
Attack: Phaser Pistol (+2, varies) or Dagger (-1, d3-1)
Full Attack: Phaser Pistol (+2, varies) or Dagger (-1, d3-1)
Space/Reach: 5 ft./5 ft.
Special Attacks: Sneak Attack (d6)
Saves: Fort +0, Ref +4, Will +2
Abilities: Str 9, Dex 14, Con 10, Int 11, Wis 14, Cha 10
Skills: Hide +6, Listen +6, Move Silently +6, Spot +6
Feats: Light Armor Proficiency, Simple Weapons,
        Personal Firearms
Challenge Rating: 1   Carrying: Phaser-1 Holdout, Dagger

ORION PIRATE BOSS
Male Orion Fighter 1   Hit Dice: d10 (9 hp)
Initiative: +2   Speed: 30 ft. (6 squares)
Armor Class: 13 (+1 Armor, +2 Dex)
Base Attack: +1
Attack: Phaser Pistol (+4, varies) or Dagger (-1, d3-1)
Full Attack: Phaser Pistol (+2, varies) or Dagger (-1, d3-1)
Space/Reach: 5 ft./5 ft.
Saves: Fort +0, Ref +4, Will +2
Abilities: Str 12, Dex 14, Con 12, Int 11, Wis 14, Cha 10
Skills: Hide +2, Listen +3, Move Silently +2, Spot +3
Feats: Combat Martial Arts, Light Armor Proficiency,
        Simple Weapons, Personal Firearms,
        Weapon Focus (phaser pistol)
Challenge Rating: 1   Carrying: Phaser-1 Holdout, Dagger

#11. You shine your flashlight into what seems to be a single room inside the temple and look at the ornate carvings. It seems like the pictographs are indicating something, so you try to run your tricorder past the ancient hieroglyphic.

GURPS: Roll against IQ (-3) or Language or Cryptography.
d20: Make a DC 12 Read Languages Check.
If you succeed, **Go to #40.**
If you fail, **Go to #62.**

#12. You couldn't see too well against the star-filled sky, but it was definitely a shuttle. Who could it be, and why are they here? Nobody is scheduled to arrive for 37 hours.
Go to #38.

#13. You wake Daneric-Tren (who had been scheduled for the next shift) and tell him what you saw, and that you're going to investigate. He agrees that you should go look around (you do not realize he is playing a joke on you and doesn't believe you really saw anything), and that you shouldn't wake up Lieutenant Commander Grissom. (If you do wake up the commander, then play the adventure with multiple characters; see #73.) You head off through the forest, leaving the firelight and your comrades behind. You shine the flashlight around and occasionally take tricorder readings. After a while you find a path that seems to have been worn by animals. Suddenly you hear something.
If you choose to head back to the camp to avoid any possible trouble, **Go to #6.**
If you choose to hide, **Go to #49.**
If you choose to make a stand and fight, **Go to #61.**

#14. You move along the passageway and find that there is a section of weak timber under the floor. The timbers break and you fall through, landing about two yards down in a pit trap. Take falling damage on a fall of two yards. [d20: Take d6 points of subdual damage.]
If you are knocked out, **Go to #45.**
If you die, **Go to #70.**
Otherwise, **Go to #9.**

#15. Down the passageway, you come to a locked door.
G4e: Roll against Lockpicking, Engineering, IQ, or DX.
d20: Make a DC 15 Disable Device Check.
If you succeed, **Go to #31.**
If you fail, **Go to #46.**

#16. You enter the room and see a small wooden table with several data cubes placed on it. Across from you is a Klingon in an imperial uniform, with his back to you. He is no renegade, but an enemy soldier here inside the Federation. This makes no sense. How did he get here? And why would he? Is he a spy? Or an arms dealer? Or perhaps even a scientist? You vaguely remember that a century ago, this sector was claimed by the Klingons but the Federation absorbed it after the 2302 border declaration.

The Klingon turns to look at you, and he isn't happy to see you. You notice that his insignia is of the Galactic Research Unit — *Klingon military intelligence!* You wonder for a moment how you happened to remember that particular bit of your training.

You realize that he'll probably be able to run faster than you, so you'll need to fight this Klingon and win to be able to do anything else. (See data for Major Kanarias.)

The Klingon has a short sword at his left hip (not that it matters, but he brought it to clear brush on the trail), and a disruptor pistol on his right hip.

If your phaser is in your hand, you have an advantage. If not, you'll have to draw it to use it.
If you win, **Go to #50.**
If you are knocked out, **Go to #45.**
If you die, **Go to #70**.

#17. You put the tricorder at your finger tips and make a quick scan.
Make an IQ roll using your Camouflage skill with a bonus of +2.
If you succeed, **Go to #53.**
If not, **Go to #37.**

#18. One of the Orion guards leaves the area, perhaps to answer the call of nature.
If you choose to attack now, **Go to #8** but there is only one Orion to face.
If you choose to wait, **Go to #52.**

#19. You are captured by the Orions and bundled off to their shuttle as their prisoner. Your spend two years as a slave laborer in an electronics shop. Several escape attempts fail, but the Orions finally get tired of you and ransom you back to Star Fleet. Upon arrival at Starbase 12, you are given 30 days leave and two years' back pay. Star Fleet advises you to seek a civilian job. **THE END.**

#20. You can't seem to find a way in. You could blow a hole in the stone door with your phaser pistol, even though this would violate about twelve Star Fleet regulations and protocols on preserving ancient culture and artifacts. Or you could head back to the camp to tell the others about what you've seen.
If you choose to report back, **Go to #51.**
If you choose to blow a hole in the door, **Go to #27.**

#21. The Orion knows he can not leave you here, as you will then "come to" and report him. So, he gives you the "coup de grace" and kills you.
Go to #70.

#22. You open the ancient stone door and move into the room inside.
Go to #36.

#23. You enter a room with a dusty floor, lit by lamps that have been stuck against the wall (probably by the Orions). There is a door at the far end of the stairs. You can scan the room but you won't find anything.
If you give up and go back to camp, **Go to #51**.
If you press on through the doorway, **Go to #57**.

#24. You sneak along the edge of the clearing for a while and find yourself near the far side of the shuttle and much closer to

the temple. You realize that by now there are only two members of the Orion paramilitary group left at the temple entrance.

You could fight them, in which case, **Go to #59**, but with a starting range of 20 yards.

Or you could continue around the temple looking for another entrance, in which case, **Go to #44**.

#25. With the native creature past you by a safe distance, you are free to head towards the temple.

Go to #29.

#26. The creature is protecting its territory and once you are no longer a threat it leaves you alone. By the time you come to, the stars have markedly moved in their position, indicating several hours have passed. You decide to head back to the encampment and return to your guard duties.

Go to #6.

#27. You disintegrate the ancient stone door and enter the room on the far side. This had better be worth the trouble you are in for destroying an ancient stone door! **Go to #23.**

#28. You move through the room and up the stairs and head out, making your way back to camp.

If you've got the data cubes, **Go to #55.**

If not, **Go to #51.**

#29. You head deeper into the forest making your way towards the ancient and out-of-place temple. Soon you reach another path.

If you choose to scan the path with a tricorder, **Go to #17.**

If you choose just to move on, **Go to #37.**

#30. The Orion slave girl says that she knows where the Klingon officer's shuttlecraft is hidden, but it is four miles away.

If you decide to leave with her and go to the shuttle, **Go to #63.**

If you take her back to Lieutenant Commander Grissom, **Go to #51.**

If you stun the slave girl, **Go to #33.**

#31. You walk through the door-frame and enter the next room, which is about thirteen yards long and five yards wide. There is a large stone sarcophagus (one yard high, two yards wide, one yard across) in the center of the room, and some kind of metallic statue on an altar against the far wall. Two Orions are standing near the sarcophagus, about seven yards from you, facing each other and eating what smells and looks like durian fruit wrapped in salami. Their phaser pistols lay near them on top of the sarcophagus. They see you, and there's going to be a phaser fight.

If you do fight, the Orions will have no weapons on the first round as they will use their first action to pick up their phasers.

G4e: The pirates roll against DX on the first round.

d20: The pirates make a DC 10 Dextery Check.

In either rules set, they succeed on the second round.

Once they succeed, they will take cover behind the sarcophagus and the fight is on. *[G4e = a -4 penalty; d20 = hard cover]*

Everybody has *[G4e = a -1 penalty; d20 = concealment]* on all ranged attacks due to the dim light.

If you flee, **Go to #56.**

If you win, **Go to #69.**

If you are knocked out, **Go to #19.**

If you are killed, **Go to #70.**

#32. You scan with the tricorder and find that the statue on the altar at the far end of the room is made of uranium. The builders of this burial chamber must have believed that the radioactive material had some kind of effect during the deceased's journey to the afterlife. While the radiation is not seriously dangerous (the statue is *old)*, there is nothing else worth noting in this room.

Go to #47.

#33. You follow the passageway back to the intersection.

If you decide to leave the temple, turn left and **Go to #28.**

If you choose to go straight, **Go to #64.**

If you choose to turn right, **Go to #66.**

#34. You follow the passageway for a few yards.

If you scan with your tricorder, **Go to #7.**

If you follow the passageway to the distant doorway, **Go to #43**.

#35. You turn around to see the Orion standing four yards away. The two of you engage in a firefight.

If you win, **Go to #41.**

If you die, **Go to #70.**

If you are, knocked out, **Go to #19.**

#36. You walk down the dark staircase that twists around and then enters a large room with a dusty floor. You look around the room, which is lit by lamps the Orions must have stuck to the walls. Near the foot of the staircase is a doorway.

If you think you should use your communicator to contact your team, then you are actually showing some common sense for the first time since you left your camp without waking up Lieutenant Commander Grissom. **Go to #67.**

If you think you should go through the door and explore, **Go to #57.**

#37. *G4e: Make an IQ roll. d20: Make a DC 12 Listen Check.*

If you succeed, **Go to #3.**

If not, **Go to #48.**

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#38. You think about the shuttle you've just seen.

It could be nothing. It could prospecting for gold or other precious minerals, or hiding pirate loot.

Or it could have something to do with the temple.

You could go and investigate, but that would mean leaving your post. You have a tricorder, a flashlight, a phaser, and a communicator, so surely you couldn't get yourself into too much trouble. (Famous Last Words™.)

If you choose to investigate the shuttle, **Go to #13.**

If you choose to stay at your post, **Go to #6.**

If you wake up Lieutenant Commander Grissom, **Go to #73.**

#39. With the native creature chased off, you are free to travel toward the temple.

Go to #29.

#40. The inscribed images on the wall were easy to interpret. You pull the small stone sliver that doesn't quite fit, and the altar in the center of the room rumbles as it swings to the side. It reveals a set of stairs leading down below ground. You could go back to the base camp and inform Lieutenant Commander Grissom of what you've seen, or you could go down the stairs to see what's below.

If you choose to explore more, **Go to #36.**

If you choose to report back, **Go to #51.**

#41. You have defeated the patrolling Orion. Now you are free to fight the last of the Orion guards, or you can go back to the camp and report in.

If you return to camp, **Go to #51**.

If you proceed to fight your way into the temple, **Go to #8**, but there is only one Orion remaining.

#42. You scan the walls, ceiling, and floor quickly with the tricorder and notice Orion markings on the floor. The tricorder indicates that there is a pit just below the thin timber planks that have been covered in dust to look like the stone floor that lies everywhere else you've been. You step over the planks and move further down the passageway.

Go to #31.

#43. You walk into the room and look around. You see scuff marks on the dusty floor near a clear section in the corner, as if some boxes had sat there and were now removed.

Go to #33.

#44. You continue to move around the outskirts of the clearing and notice a large ditch and climb down into it. You find an entrance with ornate stone carvings around it. You could try to find a way to enter or go back and fight your way in.

See if you can find a mechanism to open the door.

G4e: Make an IQ roll with a -3 penalty.

d20: Make a DC 15 Search Check.

If you succeed, **Go to #22.**

If not, **Go to #20.**

#45. The Klingon knows that his secret (whatever it is) has been ruined, as whether you live or die, the inevitable search will find evidence that someone was here. But only if you are alive will you be able to tell people just who was here. Roll one die.

1-4: Klingons are known for their magnanimous mercy, he simply kills you. **Go to #70.**

5-6: The Klingon, for whatever reason, decides not to kill you. He tells his Orion friends to take you with them. **Go to #19.**

#46. If you phaser down the door, **Go to #31** but the Orions are alert and holding their weapons.

If you turn around and go the other way, you will pass a small door on the right. If you open it, **Go to #10.**

If you pass it and keep going, **Go to #57.**

#47. You walk back down the passageway and hurdle the pit trap. Then you come up to the intersection.

If you want to leave the temple, **Go to #28.**

If you want to explore some more and turn right, **Go to #64.**

If you want to explore some more and turn left, **Go to #66.**

#48. An Orion in paramilitary uniform walks down the path, holding his phaser and looking around. You could try to spend three rounds aiming before he notices you, but his phaser pistol is already drawn.

If you take time to aim, **Go to #71** with a +3 to hit bonus on your first attack.

You could try to evade and leave the area.

G4e: Roll against your DX or Stealth skill with a +2 bonus (on account of the fact that it's dark).

d20: If you try to evade, make opposed checks between the character and the Orion using both Move Silently/Listen and Hide/Spot but with the character having a +2 bonus on both rolls. If either fails, the Orion notices the character.

If successful, you return to camp, **Go to #6.**

If you fail, **Go to #71** without any bonus.

Or you could choose to just jump into a shooting match, in which case **Go to #71** without any bonus.

#49. You scramble up a nearby tree and watch.

The noise grows a little louder. Then you see it.

It seems to be some kind of native wild boar.

If you try to scan it with the tricorder, **Go to #4.**

If you just wish to wait for it to pass, **Go to #25.**

#50. The Klingon slumps to the ground, vanquished. You're feeling pretty good, since defeating a member of that warrior race is something of an accomplishment.

You grab the data cubes — they can be analyzed back at the camp or on the *Tasmania* — turn and leave the room. You follow the passage back to the central intersection.

If you choose to head out, turn right and **Go to #28.**

If you choose to go straight and explore, **Go to #34.**

If you choose to turn left and explore, **Go to #33.**

#51. You sneak back to the camp and wake up Lieutenant Commander Grissom. After telling about what you've seen, he notes your initiative, but rebukes you that it was dangerous to go off alone and says you should have awakened him and let him make a command decision about what to do. Mildly angry at your recklessness, he commands you to stay at your post guarding the camp while he organizes the survey team into an investigation squad.

Go to #72.

#52. You waited too long and the Orion that left has crept up behind you. *G4e: Make an IQ roll to hear him coming.*

d20: Make an Opposed Skill Check between the character's Listen and the Orion's Move Silently skills.

If you fail, **Go to #19.**

If you make the roll, **Go to #35.**

#53. Your tricorder scan shows that this track has been made via the frequent trampling of humanoid feet and cutting tools.

Go to #37.

#54. The Orion slave girl tells you that she knows where the Klingon is, but not what he is doing. She also says there are some Orions in a nearby room. You tell her how to get out of the building.

If you want to leave, **Go to #28.**

If you go look for the Klingon, **Go to #16.**

If you go looking for Orions, **Go to #31.**

#55. You race back to the camp with the data cubes and show them to Lieutenant Commander Grissom. He realizes that he'll need to organize the survey team into a response force and orders you to stand guard by the data cubes. Around dawn, Lieutenant Commander Grissom and the team bring back two Orion prisoners and begin interviewing them.

Grissom tells you to get some sleep and that you have showed strong initiative. He'll put you in for a commendation. You catch some shut-eye, and dream of telling the story in the bar for years to come. **THE END.**

#56. You run from the room, hurdle the trap and sprint straight through the intersection.

Go to #50.

#57. The passageway proceeds about three yards before you meet an intersection.

There is a left passageway, a right passageway, or you could continue to go forward.

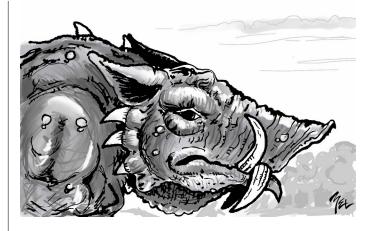Decide now if you are carrying your phaser in your hand or if it is still clipped to your belt.

If you choose to turn left, **Go to #64.**

If you choose to turn right, **Go to #34.**

If you choose to go straight ahead, **Go to #33.**

#58. You hide the stunned Orion under some bushes (in case there is more than one Orion on patrol) and head up the slight hill towards the temple.

Go to #68.

TERILEK BOAR

Almost every world has an ecological niche filled by something like this, a big mean plant-eater likely to charge for no reason. There is never more than one in any given area as they are *very* territorial, except during the mating season. They will attack anything their size or larger entering their territory — this could be a "Berserk trigger" (and is automatic in this adventure). They rarely eat intruders (despite what the survivors say) but instead use their tusks to dig roots and insect life from the ground. Their eyes are on either side of their head and cannot see the same object. As a result, their vision is impaired, but their senses of hearing and smell are enhanced in compensation. The Terilek boar is edible if cooked thoroughly, and with barbeque sauce is quite tasty to Humans, Klingons, and Andorians.

The Terilek Boar has six-inch long tusks which it can use to do impaling damage (if it can find enough room to charge, about ten yards) otherwise they do cutting damage when slashed from side-to-side. It also has heavy hooves which do crushing damage to front and side hexes.—*Gary Plana*

GURPS

ST 12, DX 14, IQ 5, HT 14. Speed 8, Thick Hide is PD1, DR1. Weight 50-60 pounds, size 1 hex. Acute Hearing +2, Acute Smell +4, Area Knowledge (its territory), Discriminatory Smell, Single-Minded; Bad Smell, Berserk, Night Blindness, No Depth Perception, Slow Eater.—*Gary Plana*

d20

Size/Type: Medium Animal   Hit Dice: 3d8 +9 (22 hp)
Initiative:+0   Speed: 40 feet
Armor: 13 (-1 size, +3 natural), touch 7, flat-footed 13, DR 3/-
Base Attack/Grapple: +2 / +4
Attack: +4 melee (1d8+3, gore)
Full Attack: +4 melee (1d8+3, gore) Space/Reach: 5 ft / 5 ft
Special Attacks: Ferocity   Special Qualities: Scent
Saves: Fort +6, Ref +3, Will +2
Abilities: Str 15, Dex 10, Con 17, Int 2, Wis 13, Cha 4.
Skills: Listen +7, Spot+5 Feats: Alertness, Endurance, Iron Will
Environment: Temperate Forests
Organization: Solitary   Challenge Rating: 3
Advancement: 4–5 HD (Medium-size) Level Adjustment: --

Combat: A Terilek Boar charges its opponent, trying to rip the target open with its tusks.

Ferocity (Ex): A Terilek Boar is so fiercely aggressive in combat that it continues fighting even when disabled or dying.

Scent (Ex): This ability allows a Terilek Boar to detect approaching enemies, sniff out hidden foes, and track by sense of smell.—*Jonathan Thompson*

#59. After a while there are only two Orions guarding the temple. You think this might be your chance, but you might be able to get better odds latter.

If you choose to wait, **Go to #18.**

If you choose to make your attack, **Go to #8.**

If you aim for three rounds, **Go to #8** with a +3 bonus to the first attack roll.

#60. As the shuttle flies overhead, you realize that it is indeed an Orion shuttle. Why would *they* be here? What could interest them on *this* rock?

Go to #38.

#61. You suddenly find yourself fighting a wild boar.

Conduct combat using data provided

If you win the fight, **Go to #39.**

If you are killed, **Go to #70.**

If you are knocked out, **Go to #26.**

If you manage to escape from the boar, **Go to #6.**

#62. There doesn't seem to be a way to decode the hieroglyph-ics, so you could try to find another way into the temple or return to the campsite.

If you return to the campsite, **Go to #51.**

If you choose to find another way in, **Go to #44.**

#63. You are never entirely sure what happened, but you wake up several hours later, lost in the forest, with no Orion slave girl or shuttle in sight. You wander back to camp and report. The Orions and Klingons have left, and whatever was in the temple that interested them so much is no longer there. **THE END.**

#64. You walk down the passageway. You could scan around, or travel further down the dimly lit tunnel towards the distant doorway.

If you choose to scan, **Go to #2.**

If you choose to go through the doorway, **Go to #16.**

#65. You walk up to the entrance of the temple and look into its dark mouth.

If you shine your flashlight about and take a look, **Go to #11**.

If you sneak back to the camp and alert Lieutenant Com-mander Grissom and the others, **Go to #51.**

#66. You walk along the dimly lit passageway.

If you scan the passageway with your tricorder, **Go to #42.**

If not, continue down the passage and **Go to #14.**

#67. You flip open your communicator and open a channel, but nothing happens. You think for a minute. You aren't deep enough underground to block a standard communicator, so something else is blocking your transmission. Your tricorder doesn't turn up anything obvious.

If you give up and go back to camp, **Go to #51.**

If you press on through the doorway, **Go to #57.**

#68. You move up to the edge of the clearing near the temple and look around. There are several Orions walking back and forth between the shuttle and the front entrance to the temple. Some of them are carrying boxes and there is a Klingon watching them.

If you wait here to see what happens, **Go to #5.**

If you go back to base and tell the others, **Go to #51.**

If you move around the outskirts of the clearing looking for another entrance to the temple, **Go to #24.**

If you use your communicator to contact Lieutenant Com-mander Grissom, use the notes at the end for multiple PCs. By the time he arrives with two tactically-qualified crewmen (or ma-rine guards), it will be time to **Go to #5.**

#69. You move around to the far side of the sarcophagus to make sure the Orions are indeed stunned; they are.

If you leave, **Go to #47.**

If you check things out with tricorder, **Go to #32.**

#70. You have died. Since you failed in your mission, several bad things will happen involving your friends, the Orions, and the wild boar. However, this no longer concerns you. **THE END.**

#71. You are now in a phaser fight with the Orion on patrol. (See data on Orions elsewhere in this booklet.) The starting range is 20 yards. If you use your flashlight to illuminate the Orion, he will move toward you (closing the range) while trying to fire. If you don't use your flashlight, then the Orion will go prone and begin firing back at you. If you win, **Go to #58.**

If you are killed, **Go to #70.**

If you are knocked out, **Go to #21.**

#72. By the time the survey team returns, it's late afternoon. They tell you about shuttle prints in the mud but found nothing of any unusual interest. A report will be filed with the Federation Police command for this sector, but the survey team will make no other efforts. **THE END.**

#73: NOTES FOR MULTIPLE PCs

Given that an unscheduled and unidentified shuttle has just landed, it should be fairly obvious that this is one of those times that waking up the notoriously cranky Lieutenant Commander Grissom is the right decision. In this case (or if you wake him up later), Grissom will no doubt organize a team to investigate.

Go to #13. When he leads the time there, Lieutenant Com-mander Grissom will insist on keeping the team together at all times as he moves to the temple. The following changes are rec-ommended:

In any case involving combat, everybody fights (if the GM determines they have a line of fire). When moving, tell the GM who is in the lead.

The death of any individual does not stop the team from proceeding. Any individual given a major wound will drop out of the team. If everyone is stunned, killed, or wounded at the same time, all alive will be taken prisoner; **Go to #19**.

#8. Four Orions remain on guard.

#14. Only the lead team member falls into the pit.

#16. Two Klingons are present.

#24. Four Orions remain on guard.

#31. Four Orions are present. One is holding his phaser having heard some noise in the corridor.

#41. Three Orions remain on guard.

#48. Two Orions are on patrol, not one.

#59. Four Orions remain on guard.

#68. Ten Orions are around the temple entrance.

EQUIPMENT

Tricorders

A tricorder is a hand-held device that becomes available at TL10 [PL7]; specialized tricorders become available at TL11 [PL8]. Tricorders are a combination of computer and sensors used for a virtually unlimited number of different applications and uses.

PADDs: A Personal Access Display Device (or PADD) is the most basic form, and is sometimes referred to as a "monocorder." They are TL9 [PL7] devices that are an outgrowth of TL8 [PL5] "Advanced Personal Digital Assistants" available in the early 21st century. They have built-in data storage and processing capabilities equal to those of a TL8 [PL6] supercomputer, and have a communications tie-in to available library computer networks. In some cases, the PADD will operate in a stand-alone mode; in others it operates as a display terminal or interface to the library computer serving it. At higher tech levels, this interfacing and modality becomes less and less apparent to the user. PADDs have no sensor capabilities. Cost $250, weight 4 pounds.

Tricorders: A tricorder is a TL10 [PL7] device that has all of the functions of a PADD and adds built-in sensors and scanners. The sensor package on a tricorder can sense, display, and analyze any form of energy or matter known to the TL [PL] that the tricorder was built at. TL10 [PL7] tricorders weigh 4 pounds and scan biosigns at 10 yards, physical objects at 100, and can analyze energy emissions at one mile. TL11 [PL8] tricorders weigh 2 pounds and can scan biosigns at 20 yards, physical objects at 200, and energy emissions at two miles. TL12 [PL9] tricorders weigh one pound and can scan biosigns at 100 yards, physical objects at 500 yards, and can analyze energy emissions at 10 miles. Any of them cost about $2,500 when at current TLs.

At TL11, tricorders became available that were specialized for various tasks. This specialization is reflected as bonuses or modifiers to various skill rolls. Some of these specialized tricorders are:

Science Tricorder: +4 to any scientific skill rolls

Geology Tricorder: +4 to any geology-related skill roll; has enhanced range capabilities which allow it to penetrate/sense minerals or rocks at 10x normal range *but* loses the ability to scan for living beings, organic tissue, etc.

Medical Tricorder: +4 to all medical-related skill rolls, +4 to Physiology rolls; if programmed in advance with the data on a given species, that Physiology bonus becomes +10 for that species. The hand-held attachment must be within one foot of the patient for these bonuses.

Engineering Tricorder: +4 on all mechanic skill rolls; has additional built-in filters which prevent overloading or damage when scanning intense energy fields.

Tactical Tricorder: +4 to detect and identify life forms, weapons, armor, etc. Includes a comprehensive database on all of the above (at least for the current Area of Operations, with summary data for other areas). It is carried by Marine officers.

Data Tricorder: Functions as a non-specialized tricorder, with one exception: it can use up to three IRD chips (below) and costs $4,000. The number of IRD chips that may be active at any time depends on the TL of the data tricorder. At TL10, only one chip may be active; at TL11, two chips may be active; and all three may be active simultaneously at TL12.

IRD Chips: Interactive Relational Database (IRD) chips do not become available until TL10 [PL7]. They are small modules that may be inserted in a variety of devices, but generally are used only with data tricorders. IRD chips are computer memory chips that (in terms of gameplay) make a skill available to characters via their data tricorder. E.g., a Geology-20 chip would be the equivalent of Geology-20 skill. [d20: E.g., Knowledge (Earth Science) +10 chip would be the equivalent of Knowledge (Earth Science) with 10 skill ranks.] Any given chip may contain data on only ONE skill.

The skill level of an IRD chip is determined by the Technology [Progress] Level that the empire or race making it had at that time. At TL10 [PL7] the skill level of a chip is 10 or less, 15 or less at TL11 [PL8], 20 or less at TL12 [PL9], etc. For example, an IRD chip created by the Federation in Y150 would possess 20 levels of skill. The skill levels in an IRD chip reflect the knowledge available *when the chip was created* — a chip that is more than a year or two old may contain out-of-date or obsolete information, so the effective skill level may be less than the maximum possible. There are also "black market" and "gray market" IRD chips which were not created with the care necessary (i.e., cheap copies) and may give incorrect results — in this case, the GM should secretly apply a penalty to the skill roll, and on a critical failure the chip gives *disastrously incorrect* information! (The characters will not have any chance to determine this, as the skill needed to do this — which is being provided by the IRD chip — is the one they are lacking.) Cost $100/level. While "skill" IRD chips are the most common ones, there are many other types of IRD chips that may contain maps, complex computer programs, or other forms of data.

[d20: The Purchase DC is 10 plus an additional +1/skill level. While "skill" IRD chips are the most common ones, there are many other types of IRD chips that may contain maps, complex computer programs, or other forms of data.]

[d20: Using an IRD chip takes the normal amount of time that the Knowledge skill check would routinely take. It allows the user with the Tricorder to make a skill roll as though they had 10 ranks in the Knowledge in question.]

[d20: A specialised type of IRD is the "universal translator"; which offers Knowledge (Linguistics) at the appropriate rank, and if mated with a dictionary of a known language, can provide real time speech to speech translation - use the ranks in the IRD as a skill check against a DC of 10 to convey simple concepts, DC 15 to convey anything that takes 2 minutes to explain, and DC of 20 or more for detailed technical information, literature, or similar concepts.]

Communicators

Combining the concepts of a portable hand-held radio and a cell phone, communicators are used by most races at tech levels of TL9 [PL7] and up. They can be linked to tricorders in order to transmit and receive data. Communicators are relatively small and cost $100. All have encryption allowing private conversations (which can, sometimes, be decoded by powerful computers). All have sufficient range to reach from a planetary surface to a ship in orbit; the range listed is between two communicators on a planetary surface and assumes no relay or signal boost systems are involved. Virtually everyone from TL7 [PL5] or better planets could figure out how to use one. Individual communicators are "broadcast radio" types which send a signal in all directions; additional equipment is needed to generate "tight beam" signals that are harder to detect or intercept. Starships in orbit can send their transmissions in a relatively narrow beam (perhaps a mile across at the surface).

Progress Level (d20)	Tech Level (GURPS)	Weight	Range (surface, in miles)	Purchase DC (d20)
PL6b	TL9	1 pound	25	10
PL7	TL10	3/4 pound	50	10
PL8	TL11	1/2 pound	100	10
PL9	TL12	1/4 pound	250	10
PL9b	TL13	1/16 pound	500	10

Skill rolls are not needed for normal operations.

PHASERS

There are several types of phasers used as personal weapons. The Phaser-1 (used as a "courtesy sidearm" for non-infantry personnel) can be held in the palm of a hand. [d20: +2 to Slight of Hand Skill Checks.]

The Phaser-2 is a standard military handgun [d20: +1 to Slight of Hand Skill Checks]. The other weapons are normally held with two hands. Phaser-I/II and Phaser Rifle become available at TL10.

At TL11 [d20: PL9] two additional types of phasers become available: the Pulse Phaser and Repeating Phaser. The Pulse Phaser is an upgraded version of the Phaser Rifle. As its name implies, the Repeating Phaser can fire more rapidly than the other types of phasers, making it the favorite weapon of Star Fleet Marines. The basic stats of phasers are on the chart at the bottom of this page.

Phasers have a variety of power settings; a Stun-2 setting on a Phaser-1 produces the same effect and damage as the Stun-2 setting on a Phaser Rifle, etc.

Prices for Federation phasers are listed for reference; they are not for sale, except on the black market.

Phaser weapons can be set to stun. This is treated as an Affliction with Incapacitation, as modified:

When a person is hit by a phaser stun attack, he must make an HT roll with a penalty based on the stun setting; for example, a phaser set on Stun-1 requires a HT-1 roll, Stun-2 a HT-2 roll, etc. If a person is hit by more than one phaser stun attack, then increase the penalty to the HT roll by 2 per additional hit taken.

If the character makes the roll, then the attack has no effect. If the character fails the roll, note the Degree of Failure; the character falls unconscious immediately, and the Degree of Failure is

the number of minutes the character remains unconscious. After that, he is stunned until he can make a HT roll (roll once per second). On a critical failure, the character remains unconscious until medical assistance is received.

Note that in addition to phasers, there are other weapons (such as riot control guns and stun grenades) that also have stun settings. These weapons function similarly.

Setting	Damage	Type	1	2	Rif	Pul	Rpt
Stun-1	*	Stun	x	x	x	x	-
Stun-2	*	Stun	-	x	x	x	-
Stun-3	*	Stun	-	-	x	x	-
Kill-1	1d	Burn	x	x	x	x	-
Kill-2	2d	Burn	-	x	x	x	-
Kill-3	3d	Burn	-	-	x	x	x
Kill-4	2d(2)	Burn	-	-	-	x	x
Kill-5	4d(2)	Burn	-	-	-	x	x
Disint-1	4d(3)	Burn	-	x	x	x	x
Disint-2	6d(3)	Burn	-	-	x	x	x
Disint-3	8d(3)	Burn	-	-	-	x	x

* the victim must make a HT roll to avoid being "stunned;" see Phaser Stun below.

An "x" indicates settings available for each type of phaser; a "-" means that phaser cannot fire that setting.

The number of charges consumed each time a phaser is fired is equal to the setting number; e.g., Stun-1 or Kill-1 consume 1 charge, Stun-3 or Kill-3 consume 3 charges, etc. Exception: Disint consumes two charges times the setting number per shot (Disint-3 uses six charges).

Types of Phaser weapons (GURPS)

TL	Weapon	Damage	Acc	Range	Wt	RoF	Charges	ST	Bulk	RCL	Cost	LC
10	Phaser-1	Spec	2	50/100	Neg	1	100(2)B	—	-1	1	$2,000	2
10	Phaser-2	Spec	5	200/500	1	3	100(2)C	—	-2	1	$3,000	1
10	Phaser Rifle	Spec	8	500/1,000	4	5	100(3)2C	—	-6	1	$4,500	0
11	Pulse Phaser	Spec	10	800/1,200	4	5	100(2)D	—	-6	1	$5,500	0
11	Rpting Phaser	Spec	12	600/800	8	8	500(2)D	—	-8	1	$7,500	0

Table 7/4: Phaser Weapon Damage

Damage Setting	Damage	Crit	Type	Energy used per shot	Phaser-1 (sidearm)	Phaser-2 (combat pistol)	Phaser Rifle (standard Marine)	Pulse Phaser (heavy weapon)	Repeating Phaser (crew-served)
Stun-1	1/Fort (DC 15)	20	Fire	1	x	x	x	x	—
Stun-2	2/Fort (DC 20)	20	Fire	2	—	x	x	x	—
Stun-3	3/Fort (DC 25)	20	Fire	3	—	—	x	x	—
Kill-1	2d6	20	Fire	2	x	—	x	x	—
Kill-2	4d6 + 1	20	Fire	4	—	x	x	x	—
Kill-3	3d12 + 2	20	Fire	6	—	—	x	x	x
Kill-4	4d12 + 3	20	Fire	8	—	—	—	x	x
Kill-5	6d10 + 4	20	Fire	10	—	—	—	x	x
Disint-12‡	3d20 x 2	20	Energy	10	—	x	x	x	x
Disint-22‡	4d20 x 2	20	Energy	20	—	—	x	x	x
Disint-32‡	6d20 x 2	20	Energy	30	—	—	—	x	x

Characters hit by a phaser weapon on Stun take the numerical damage plus have to make a fortitude save at -5/-8/-12 respectively.

‡ This setting deals damage of a nonspecific energy type that is not subject to energy resistance.

An "x" indicates settings available for each type of phaser;"—" means that phaser cannot fire that setting.

GAMES OF THE
STAR FLEET UNIVERSE

Prime Directive is a game of the **Star Fleet Universe**, an interrelated system of games with a common background. These include the classic tactical **Star Fleet Battles**, the exciting new **Federation Commander,** the strategic game **Federation & Empire**, the card game **Star Fleet Battle Force**, and other games.

Because these games all have a common background, they all use the same ships, history, and technology. History puts the Klingons and Federation at war during certain periods, so **SFB** and **F&E** both have battle scenarios for that period. A Klingon D7 battlecruiser has twice the combat power of a Romulan SeaHawk frigate, and this is reflected in **SFB** and **FC** by their basic point values, in **F&E** by their combat factors, in **SFBF** by the number of icons on their respective cards, and so forth.

This is good in that players can move between games and reasonably expect the same things to work the same ways (albeit on a different scale). Of course, for your own campaign, you can ignore these implications.

FEDERATION COMMANDER

Federation Commander is the exciting new full-color fast-playing game of starship combat. Including mounted map panels (using full-color NASA photos, double-sided with hexes in two sizes), full-color laminated ship cards (each showing the operating components of a starship in color-coded boxes), full-color laminated charts, easy-entry rules, streamlined execution, and full-color playing pieces, *Federation Commander* is the space combat game YOU have been waiting for. You can begin flying a starship just minutes after opening the box.

While *Federation Commander* includes several products, all of them require one of the three Starter Sets: *Klingon Border* was the first to appear, followed by *Romulan Border. Academy* is the low-cost entry (lacking the mounted map boards and with only the most popular ships). All three have, basically, the same rules and will work with any other *Federation Commander* product. Expansions include *Klingon Attack, Romulan Attack, Tholian Attack, Battleships Attack,* and (before you think you see a pattern developing) the future *Distant Kingdoms, War & Peace,* and other products. Additional ships can be found in *Booster Packs* and a full range of pewter miniatures are available. You will never run out of new worlds to explore (and conquer or defend), but these expansions will provide new ships, new enemies, and new situations, but NOT complicated additional, expansion, or optional rules. Once you master the rulebook, there are no more rules to learn, just more ships to fly, more weapons to fire, and more worlds to explore. (There are some new weapons.)

The game system is based on energy. You count how much energy your starship generates at the start of each turn, and pay for a "baseline speed". The rest of your energy is spent during the turn to fire weapons, operate systems (tractor beams, transporters), to speed up, to slow down, or to reinforce your shields. During each of the eight impulses of each turn, ships move (up to four times at the highest speed) and you have the opportunity to fire weapons or operate systems.

Damage is resolved by a die roll or two, not a bucket of dice.

Ships are presented in two scales; Fleet Scale is "half the size" of Squadron Scale and can be used to resolve larger battles in less time.

On our website, you can get the free PDF download of *First Missions,* a fully-working version of the game, to see how the system operates.

Commander's Circle, on the website, has free the monthly newsletter *Communique* with new ships, scenarios, and tactics.

STAR FLEET BATTLES

First published in 1979, it has undergone several revisions and new editions. There is a lot of this game (dozens of modules and zillions of starships) but you don't have to learn it all at once, and can buy only as much of it as you want to play. The most succesful space combat game ever published, thousands of players seek to out-fly, out-fight, and out-think their enemies in a warp-speed dogfight.

Having been around the longest, most of the history and background of the entire **Star Fleet Universe** first appeared in **Star Fleet Battles**. This game as the most complete database of ships, weapons, and technology, and is the primary reference source for any **SFU** research. We reprinted most of the relevant data from **SFB** in the core RPG rulebooks, so players of **Prime Directive** need not fear being required to buy hundreds of dollars worth of tactical space games just to get the maps, racial histories, timelines, and other background data.

Experienced players can also enjoy this game via the Internet at sfbol.com and at our famous national tournaments at Origins.

FEDERATION & EMPIRE

The strategic game of the **Star Fleet Universe, F&E** was first published in 1986 and has (like **SFB**) been upgraded in several subsequent editions, and half a dozen major expansions. On a map five feet long, players move thousands of die-cut counters representing ships, squadrons, groups, and fleets.

F&E is primarily a game about money. You collect taxes from your planets and provinces, then use the money to buy, upgrade, and repair starships. After that, you send your ships off to war to conquer your enemies. For those interested, we have a detailed description of **F&E** on our web site. At Origins, you will see three dozen players hunched over huge maps for three straight days trying to decide, once and for all, who will rule the universe.

STAR FLEET BATTLE FORCE

This new card game appeared in the summer of 2001. You control a group of starship cards from several races. Each ship card has icons showing the weapons the ship can use. Each turn, you check your hand for weapon cards that match the icons on your ships, and fire them at the enemy. The game system is similar to *Modern Naval Battles* or *Naval War* but with improvements and new concepts. While there are several kinds of phasers, the bigger ones can fire the cards from the smaller ones, and, larger plasma torpedo launchers can use the smaller torpedo cards. As your starships take damage, red plastic markers cover some of the icons, preventing you from using those weapons. See our web site for more information.

STARLINE 2400 MINIATURES

We have dozens of pewter scale-model starship miniatures from the various empires, and release more each year. You can find a complete list on our shopping cart.

WEB SITES

www.StarFleetGames.com
Information about all of our products. The newly-revamped site now includes an index to help you find things.

www.FederationCommander.com
Specific support for the new *Federation Commander* game system, including its own Forum, downloads, and more.

www.BattlefieldPress.com
These are the people who write our d20 rules for us.